



Let's learn Prototype Design Pattern

Special class

→ Prototype Pattern:-

focus →

new Object

↳ copying

→ existing object

prototype

CAK

Existing object

copy 1

Skorpio

copy 2

Ferrari

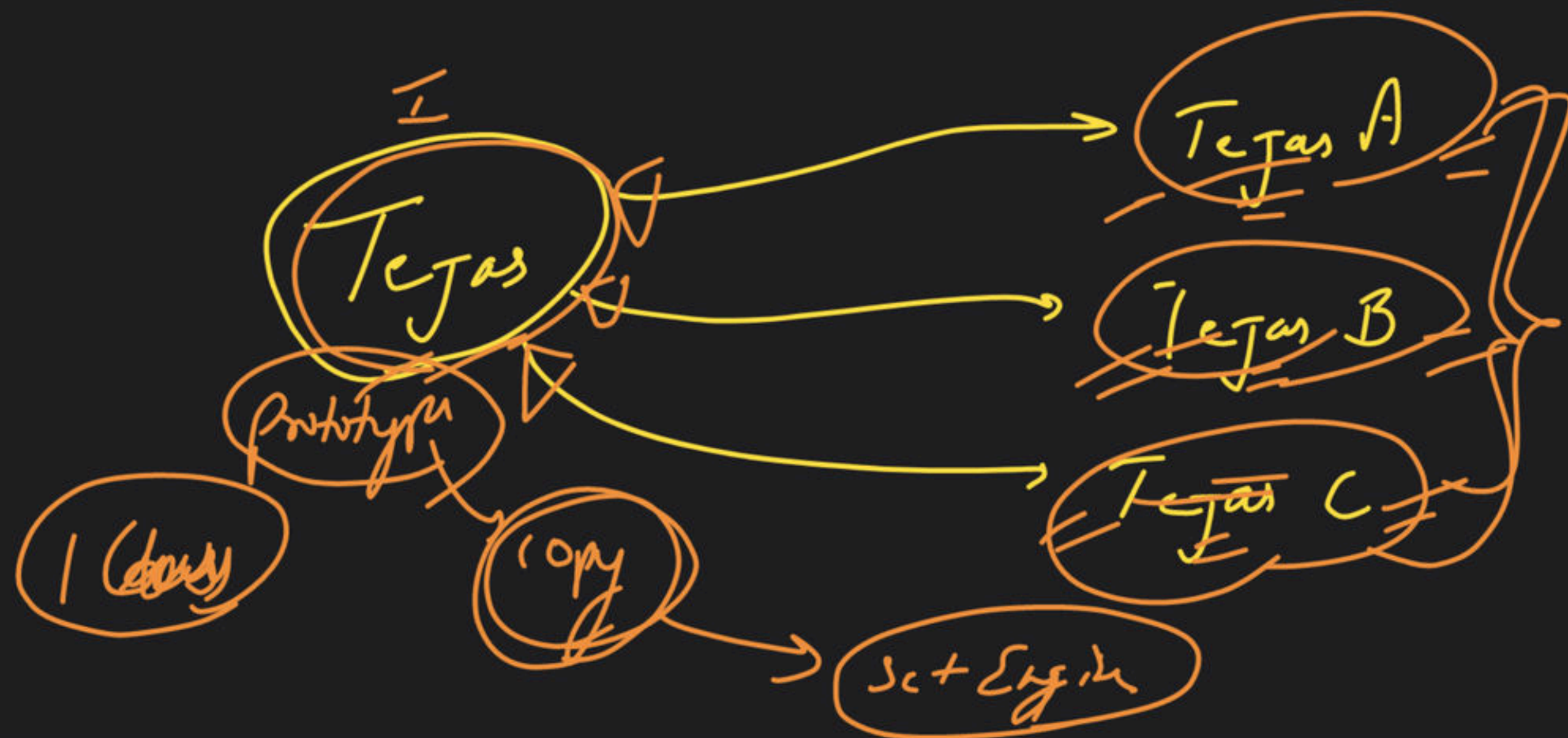
copy 3

EV

Exap →

Prototype
pattern →

it focuses on creating new object
from existing object using
prototype concept



diff area ⇒ Engine

why copy?

Example

Scorpio

Variants

↳ Scorpio Clamius

↳ Scorpio N

engine

seth

Scorpio

no of subclass ↑

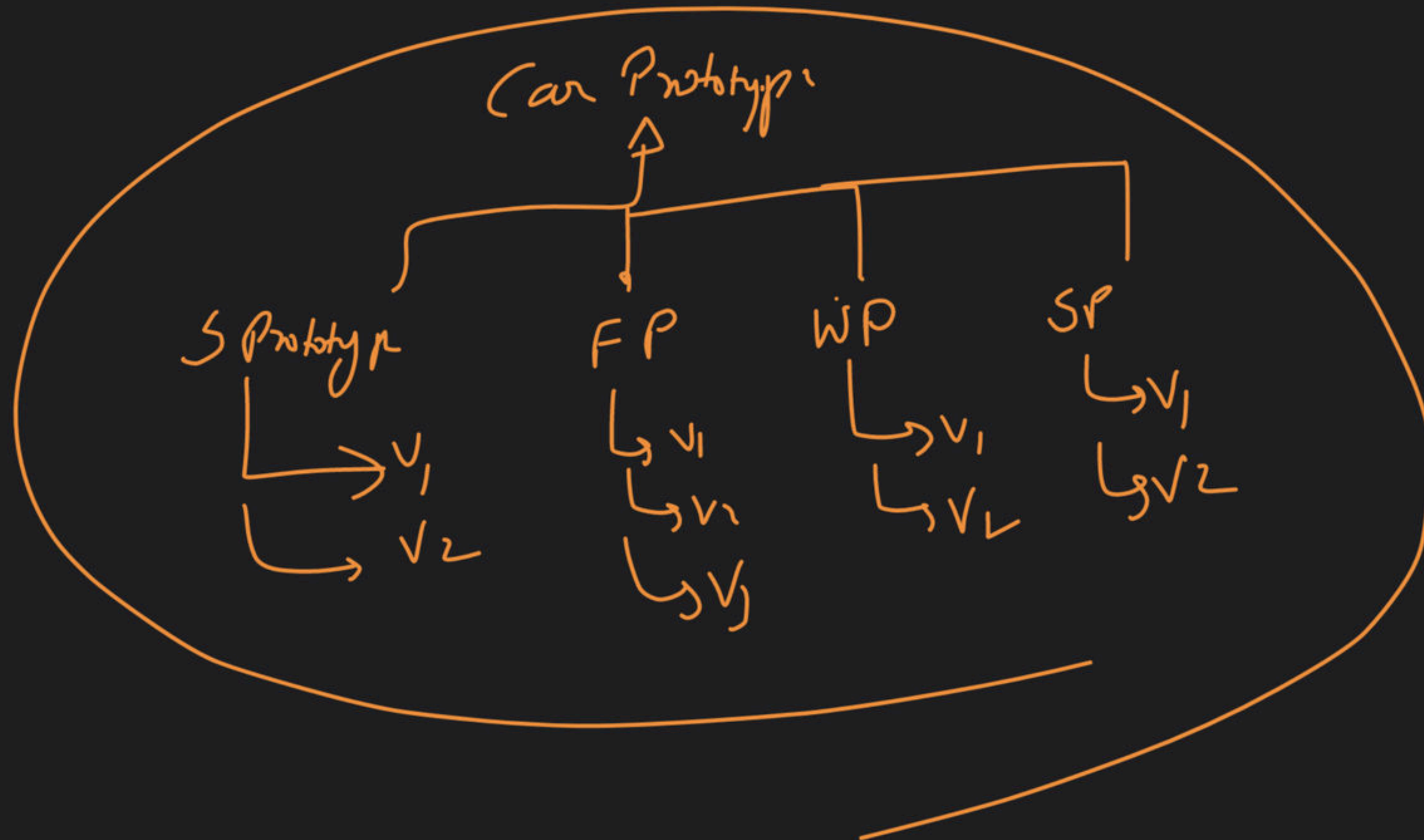
Solⁿ

Build Prototype

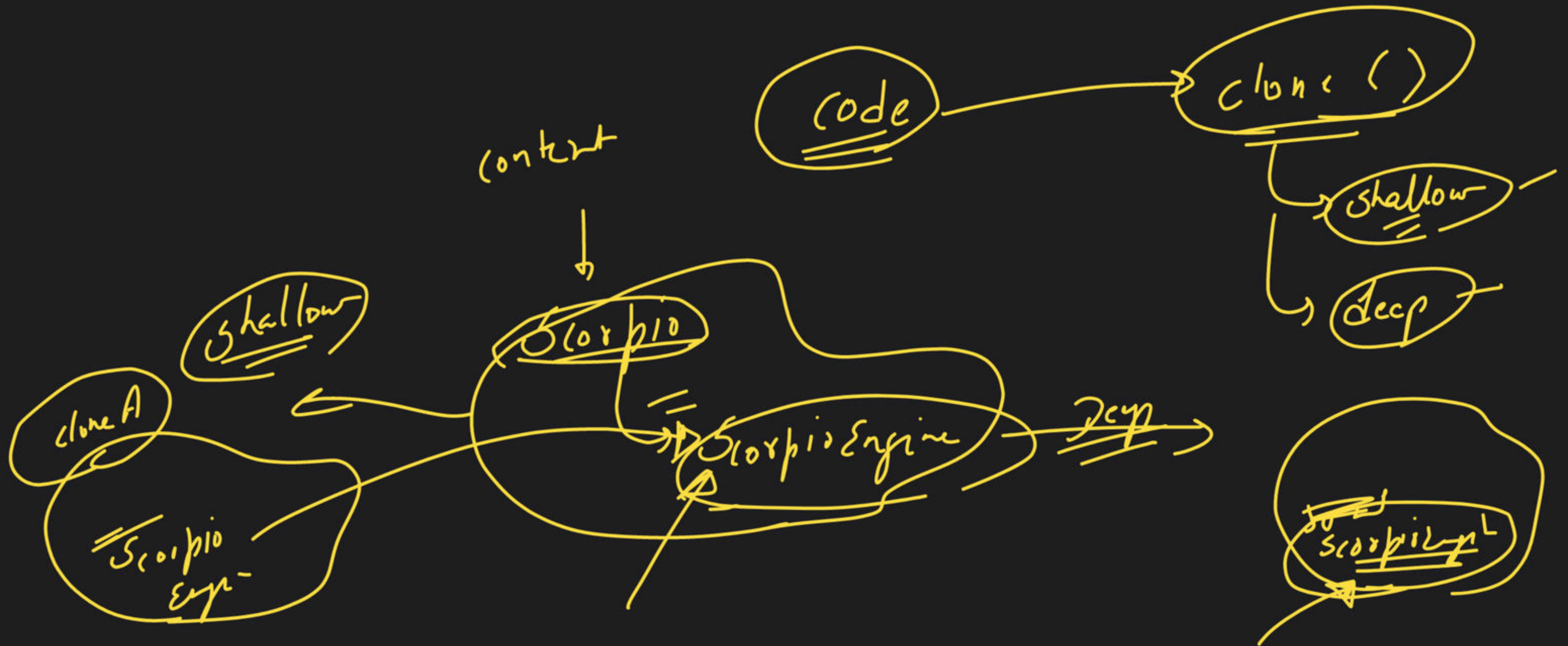
↳ Clone prototype

↳ Set Engi

Scorpio ↔ Uamic



→ Shallow & Deep

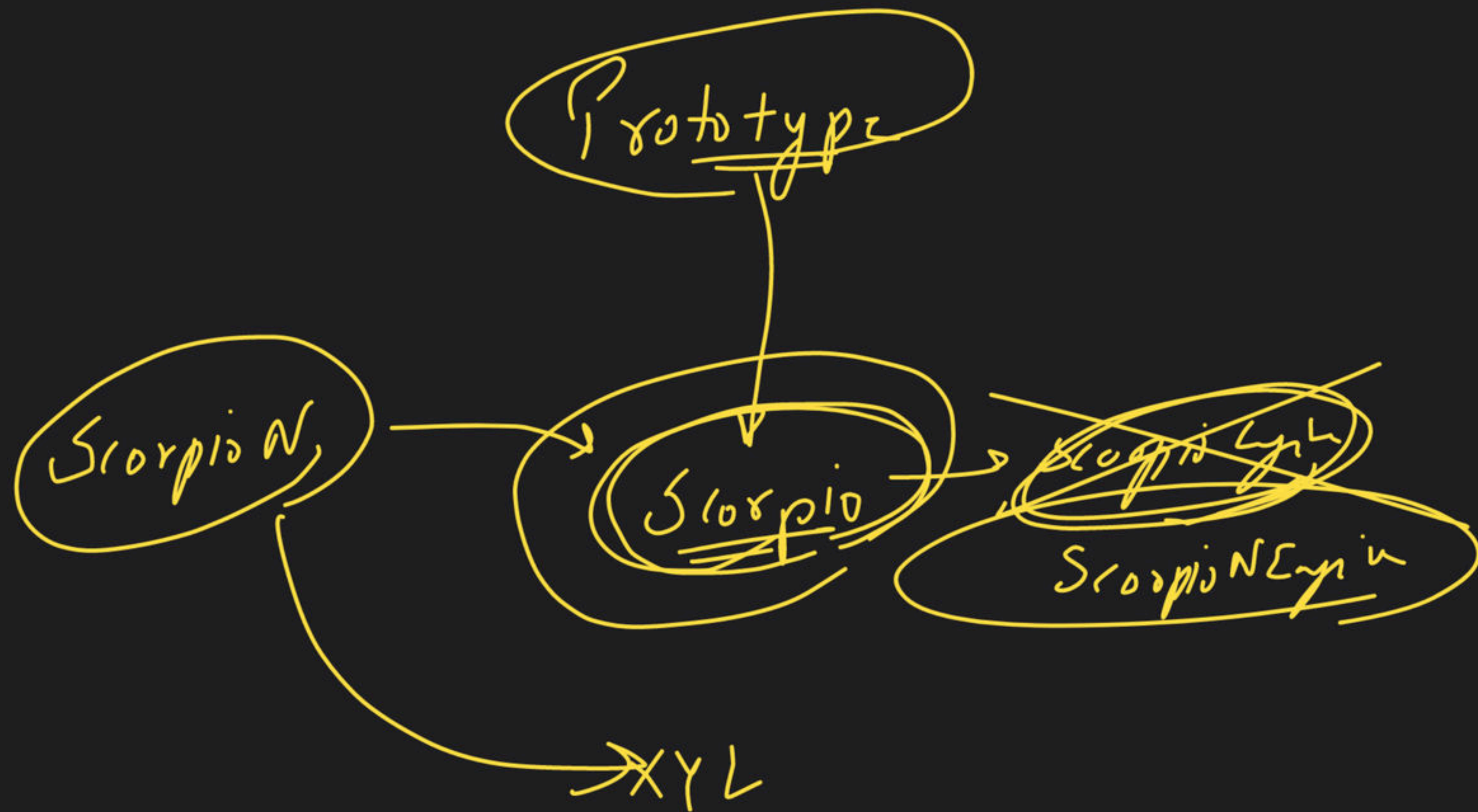




Prototype



510



return new Scorio()

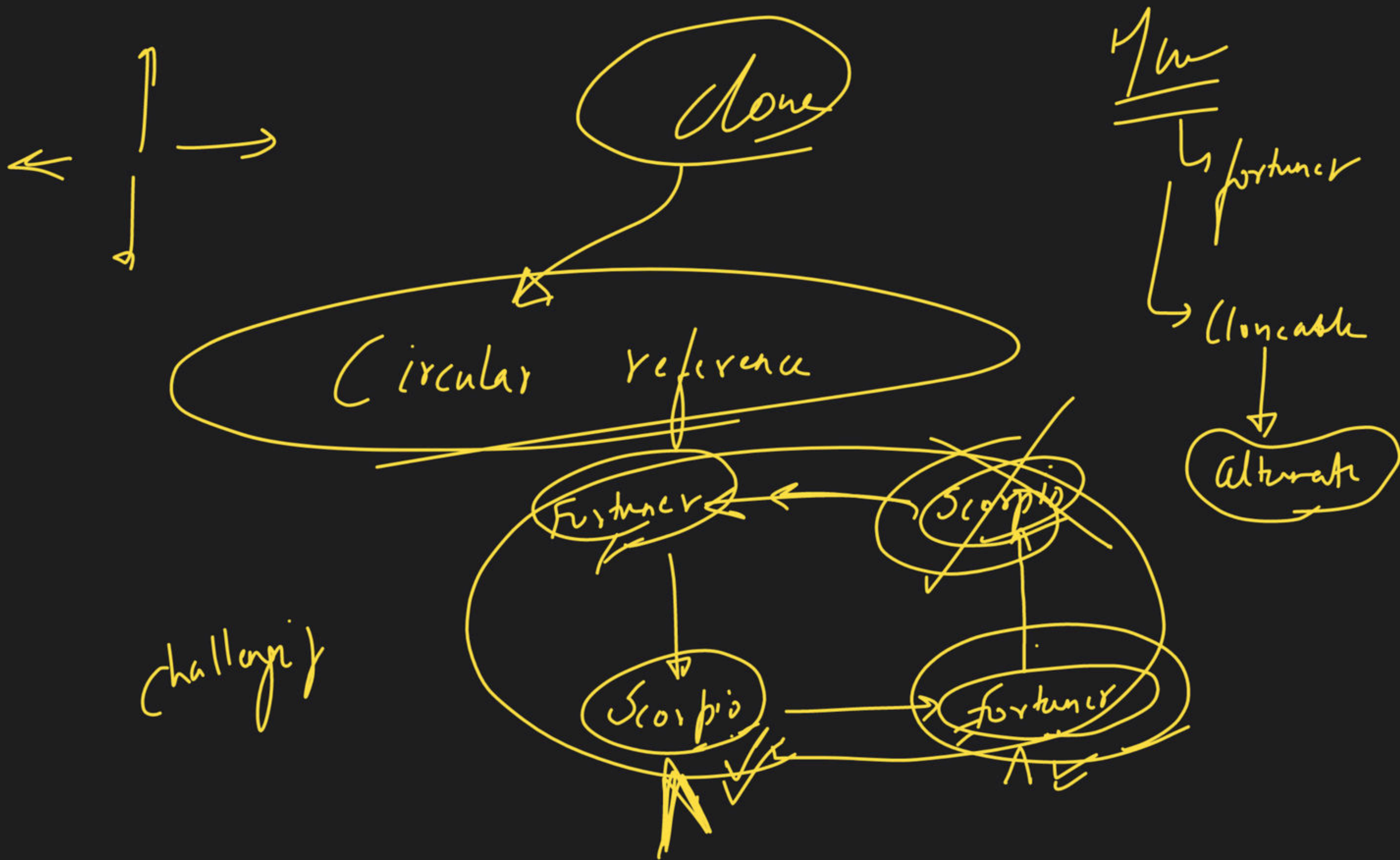
return new Scorio()

Scorio

Scorio (class)

~~Scorio~~

→ ~~Scorio Engine~~





marking

track



Deep copy

Scorpio

Scorpio class

